Claims

1 1. A method for managing a plurality of console devices over a network,

2 comprising the steps of:

3   providing a plurality of console devices interconnected over a hybrid

4 network;

5   checking an availability of one of the console devices;

6   requesting a shared session from a current user of the checked console

7 device;

8   starting the shared session; and

9   accessing the console device on a peer to peer basis over the hybrid

10 network during the shared session.

1 2. The method of claim 1, wherein the hardwired network is a hardwired serial

2 port network.

1 3. The method of claim 1, wherein the shared session is started from a remote

2 location.

1 4. The method of claim 1, wherein the shared session is started at via an

2 addressable connection .

1   5. The method of claim 1, further comprising the step of performing system

2   console access of the accessed consoled device.

1   6. The method of claim 1, wherein the console devices are computer systems.

1   7. A method for managing a plurality of console devices in a network, comprising

2   the steps of:

3   providing a plurality of console devices interconnected over a hardwired

4   serial port network;

5   checking an availability of one of the console devices prior to attempting

6   to access the console device;

7   requesting a shared session from a current user of the console device;

8   starting a shared session via an addressable connection;

9   accessing the console device on a peer to peer basis over the hardwired

10   serial port network; and

11   performing system console access of the console device.

1   8. The method of claim 7, wherein the console devices are computer systems.

1 9. A method for managing a plurality of console devices in a network, comprising

2 the steps of:

3   providing a plurality of console devices interconnected over a hybrid serial

4 port network;

5   a current user of one of the console devices inviting a new user to join a

6 shared session of the console device;

7   starting the shared session of the console device; and

8   accessing the console device on a peer to peer basis over the hybrid serial

9 port network.

1 10. The method of claim 9, wherein the shared session is started via an

2 addressable connection.

1 11. The method of claim 9, further comprising the step of performing system

2 console access of the console device.

1   12. A system for managing a console device in a network, comprising:

2   a system server;

3   a terminal concentrator server connected to the system server;

4   a multiplexor connected to the terminal concentrator server;

5   a console device connected to the multiplexor; and

6   a program product stored on the system server for allowing users to open a

7   shared session and access the console device.

1   13. The system of claim 12, wherein the terminal concentrator server, the

2   multiplexor and the device are interconnected over a hardwired serial port

3   network.

1   14. The system of claim 12, wherein the terminal concentrator server and the

2   system server are interconnected over a hardwired serial port network.

1   15. The system of claim 12, wherein the terminal concentrator server and the

2   system server are addressably connected .

1   16. The system of claim 12, wherein the console device is a computer system.

1   17. The system of claim 12, wherein the shared session is opened by the users via

2   an addressable connection.

1   18. The system of claim 12, wherein the console device is accessed by the users

2   on a peer to peer basis.

1   19. The system of claim 12, wherein the program product, when executed,

2   comprises:

3   program code configured to access one of a plurality of console devices on

4   a peer to peer basis over a hardwired serial port network;

5   program code configured to invite a user to join a shared session of one of

6   a plurality of console devices interconnected over a hardwired serial port network;

7   program code configured to request a shared session from a current user of

8   one of a plurality of console devices interconnected over a hardwired serial port

9   network;

10   program code configured to delegate control of a console device during a

11   shared session; and

12   program code configured to regain delegated control of a console device.

1   20. A system for managing a plurality of console devices in a network,

2   comprising:

3   a system server;

4   a plurality of terminal concentrator servers connected to the system server;

5   a separate multiplexor connected to each of the terminal concentrator

6   servers;

7   at least one console device hardwired to each multiplexor; and

8   a program product stored on the system server for allowing users to open a

9   shared session of a particular console device, and to access the particular console

10   device on a peer to peer basis.

1   21. The system of claim 20, wherein the shared sessions are opened via an

2   addressable connection.

1   22. The system of claim 20, wherein the console devices are computer systems.

1   23. The system of claim 20, wherein the system server, the terminal concentrator

2   servers, the multiplexors, and the console devices are interconnected over the

3   hardwired serial port network.

1   24. The system of claim 20, wherein the system server and the terminal

2   concentrator servers are addressably connected.

1 25. The system of claim 20, wherein the program product, when executed,

2 comprises:

3   program code configured to access one of a plurality of console devices on

4 a peer to peer basis over a hardwired serial port network;

5   program code configured to invite users to join a shared session of one of a

6 plurality of console devices interconnected over a hardwired serial port network;

7   program code configured to request a shared session from a current user of

8 one of a plurality of console devices interconnected over a hardwired serial port

9 network;

10   program code configured to delegate control of a console device during a

11 shared session; and

12   program code configured to regain delegated control of a console device.

1   26. A program product stored on a recordable medium for managing a plurality of

2   console devices interconnected over a hardwired serial port network, which when

3   executed, comprises:

4   program code configured to access one of a plurality of console devices on

5   a peer to peer basis;

6   program code configured to invite a user to join a shared session of one of

7   the console devices;

8   program code configured to request a shared session from a current user of

9   one of the console devices;

10   program code configured to delegate control of one of the console devices

11   during a shared session; and

12   program code configured to regain delegated control of the console device.